Break rules, to → [CP, MP, PP, SP, CP, FP, MP] ← Phases

Secret Fire

+1 to psych rolls
never suffer POTW

Loose Formation

U.C. is 6" ↕ 3" ↔

Natural Predators

+1 to charge and advance rolls

If after resolving melee attacks, can +1 to pile in if there are hit no enemies in E.R. & (rather than coins.) wound rolls

Dragon-Hearted

only take morale tests when below half-strength

Bubble words apply when above ½ str. only

Lords of War

Fearsome

+1 to enemy Morale roll

Dragon's Ire

for each +1 or -1 modifier you're denied, get 1 extra attack.

Hideous Strength

On a 6+, melee attacks deal +1 damage.

Living Legends: Gain the abilities DRAGON'S IRE, SECRET FIRE, LORDS OF WAR, FEARSOME, HIDEOUS STRENGTH, NATURAL PREDATORS, DRAGON-HEARTED

Amphisbaena, Basilisk, Chameleon, Dipsa, Hydrus/ Ichneumon, Jaculus, Scitalis, Seps, Python, Orm, Wyvern, Salamander, Water, Draco, Monitor